1/5 TO TELEPHONE LINE DISPLAY MONITOR SPEAKER MODEM 26 REGISTERING PROCESSOR GAME APPARATUS SOUND PROCESSOR SOUND MEMORY GRAPHIC MEMORY 22, ARBITER 20 16 STORAGE UNIT OR STORAGE MEDIUM PROGRAM DATA -18 7 SYSTEM MEMORY BOOT ROM CPU CONTROLLER VISUAL MEMORY

FIG.

FIG. 2

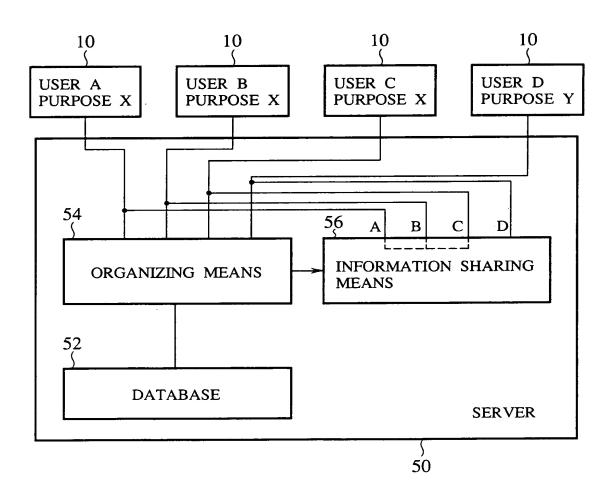
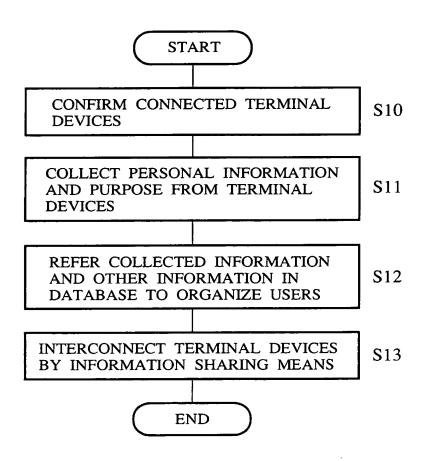


FIG. 3



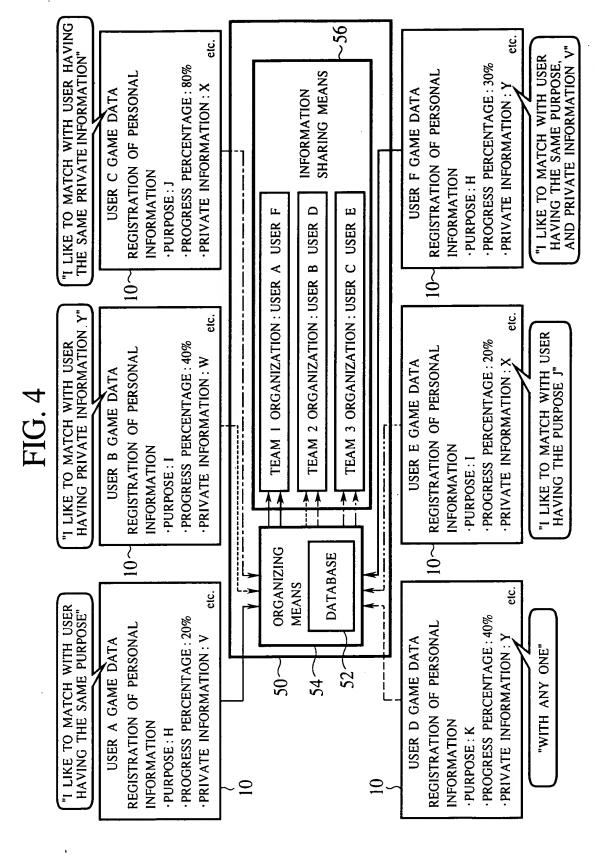
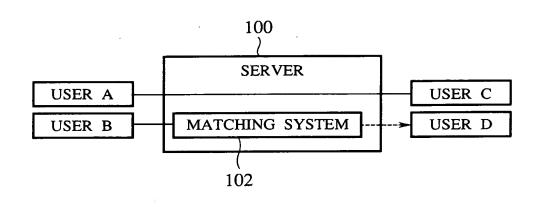


FIG. 5



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